

**Field Trip # 26**

Developed by:

Subject:

Short description:

Educational Level:

Field trip type:

Educational

Outcomes:

Notes to instructor:

**Creating a Find a Word Puzzle in Java**

Keith Lynn

Creating a Find a Word Puzzle in Java

The students will learn to create a simple puzzle in which words are hidden & the user locates them.

9<sup>th</sup> – 12<sup>th</sup> Grade

Lecture with Activity

The student will be able to:

- Create an array of words
- Randomly place words in a puzzle
- Using MouseMotionListener events to allow the user to select puzzle words
- Indicate that a word has been found by using a strikethrough

This is an exercise containing several components. The students will be shown how to hide a word in the puzzle. This will involve detecting where to place the word.

Recommended: instructor write the code ahead of time & demonstrate it at the beginning of the field trip. Then they should lead the students through development.